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Lucifer - Father of Cain Zen Garcia 2015-08-25 The esoteric knowledge presented here, represents what are in my belief, some of the most carefully guarded, heavily veiled, and least understood secrets of biblical wisdom traditions. Many have stumbled upon this knowledge without necessarily grasping just what the full implications this knowledge means for unlocking and deciphering the riddles of our Holy Bible as bestowed upon us by our Father Yahweh through the line of prophets and even His only begotten Son Yahushuah Savior Messiah. The secret that unlocks all things biblical is knowledge that Cain was a child of Eve and Lucifer and not the first born son of Adam. Understanding that there are two blood lines upon the planet and that these two bloodlines have been warring with one another since the inception and dawning of humanity upon this world will help one to decipher this critical theme as it plays out through the totality of all available scripture, from

the fall to soon coming judgment.

Tearable Puns Cider Mill Press 2019-09-10 Decorate your room with tear-out puns or keep them on hand in case of emergency with this treasure trove of truly tearable puns. Impress your friends and punish your enemies with hundreds of groan-worthy puns to cover any subject. These tear-out posters are perfect for paging through for new material, pulling out when you're in a bind for new comebacks, or distributing to pun lovers wherever they may be. Decorate your room with tear-out puns or keep them on hand in case of emergency with this treasure trove of truly tearable puns. With 50 pages of wacky wordplay, you can file these punny posters away for a rainy day or fold them into your day-to-day conversation. Get the best gift in print for pun lovers and wordplay masters, if you have the spine to put up with hundreds of new puns.

Kimmel Financial Accounting Paul D. Kimmel 1998-01-01
Gumby Louis Kaplan 1986 The first and only authorized,

full illustrated book devoted to Gumby, the delightful animated clay figure whose popularity is at an all-time high. 125 color and black-and-white illustrations.

The Gumby Book of Shapes Jane Hyman 1986 Clay figures Gumby and Pokey introduce basic shapes, including the circle, square, rectangle, triangle, oval, and heart.

Descent into Overworld Liam O'Donnell 2015-08-24 Things got serious when the creeper blew up the cafeteria. Hamid, Ant and Jaina just want to create epic builds in Minecraft. When a mysterious stranger gives them four foam swords, the three friends and their videogame-hating principal are transported into a world of blocks and thrown into an epic battle to save their favorite game. An army of Minecraft monsters threatens to rampage across the real world, destroying neighborhoods, terrorizing families and totally giving videogames a bad name. Together, Hamid and his friends must harness the power of their swords to fight the horde of zombies, skeletons and creepers. But first, they have to stop their principal before he makes a deal with the game's ultimate dark force to destroy Minecraft once and for all. Grab your pickaxe, the Battle of the Blocks has begun . . .

Affective Health and Masculinities in South Africa Hans Reihling 2020-04-24 Affective Health and Masculinities in South Africa explores how different masculinities modulate substance use, interpersonal violence, suicidality, and AIDS as well as recovery cross-culturally. With a focus on three male protagonists living in very distinct urban areas of Cape Town, this comparative ethnography shows that men's struggles to become invulnerable increase vulnerability. Through an analysis of masculinities as social assemblages, the study shows how affective health problems are tied to

modern individualism rather than African 'tradition' that has become a cliché in Eurocentric gender studies. Affective health is conceptualized as a balancing act between autonomy and connectivity that after colonialism and apartheid has become compromised through the imperative of self-reliance. This book provides a rare perspective on young men's vulnerability in everyday life that may affect the reader and spark discussion about how masculinities in relationships shape physical and psychological health. Moreover, it shows how men change in the face of distress in ways that may look different than global health and gender-transformative approaches envision. Thick descriptions of actual events over the life course make the study accessible to both graduate and undergraduate students in the social sciences. Contributing to current debates on mental health and masculinity, this volume will be of interest to scholars from various disciplines including anthropology, gender studies, African studies, psychology, and global health.

Mr Gumpy's Motor Car John Burningham 2012-10-09 Mr Gumpy has decided to go for a ride in his motor car. It's a nice day and the sun is shining, so off he goes. But he only gets as far as the lane before the children, the rabbit, the cat, the dog, the pig, the sheep, the chickens, the calf and the goat ask if they can come along too. As the motor car and its passengers make their way across the field, the weather begins to turn and the rain is soon pouring down. The tyres cannot grip the muddy ground, so Mr Gumpy asks for volunteers to push the car. But everyone has an excuse, until it gets so bad that they all have to get out and help. Eventually, the sun shines once more as they drive across the bridge - and there's time for a swim on the

way home.

Coloring Book ABC Coloring Pages for Kids 2017-03-21

Coloring Book ABC is a collection of beautiful illustrations of the alphabets and words and objects that start with them. The images are large and provide a unique opportunity for your little one to learn, their alphabets, know the names of objects and practice their developmental skills. Children gain confidence in themselves when they pick colors, hone their skills when they color inside the lines to create their masterpiece. These alphabets, words and illustrations eagerly await the strokes of your coloring pencils or crayons to bring them to life; don't disappoint them. There is an artist in every child, don't let it fade, or be left behind, nourish it with this Coloring Book ABC for Kids.

Discover inner peace and the satisfaction of starting the process of enriching a child's creative endeavors. Grab a copy today. Makes an excellent gift for family and friends on birthdays and any other occasion.

Digital Video Hacks Joshua Paul 2005-05-27 Since the dawn of film, novices and experts have used quick-and-dirty workarounds and audiovisual tricks to improve their motion pictures, from home movies to feature films. Today, the tools have certainly changed, as have the quality and scope of the results. With digital video, the hacking possibilities are now limitless, for both amateurs and professional artists. From acquiring footage, mixing, editing, and adding effects to final distribution, Digital Video Hacks provides unique tips, tools, and techniques for every stage of video production. You'll learn how to: Get your projects started right using creative preparation tools and techniques, from making your own steadicam, boom, or dolly to effective storyboarding, timecoding, and tape

labeling Troubleshoot common shooting problems, including using stop-motion and time-lapse techniques, lighting effects, colored screens and gels, and household objects to establish mood or otherwise wow an audience Create stunning visual effects, such as satellite zooming, surreal scenes, Matrix-like bullet-time, and green screen illusions Fool your audience with audio tricks, replacing flubbed dialogue, smoothing over cuts, and covering missing audio with room tone Add professional features with post-production tricks, including color correction, soundtrack cleanup, opening sequences, and DVD bookmarks Distribute final content in a variety of creative ways, from exporting to basic videotape or DVD to streaming over the internet or even via cell phone Use the web to provide interactivity and dynamic content, attend a remote conference, or vlog your life. Whether you're looking for a new technique to include in your next project, a solution to a common problem, or just a little inspiration, this book reintroduces you to the digital video you only thought you knew.

Digital Video For Dummies Keith Underdahl 2006-05-15 So you have a camcorder and visions of being the next Spielberg. But how do you progress from shooting so-so footage to showing your own finished movie? Digital Video For Dummies, 4th Edition gives you the know-how and the show-how! Find out how to shoot and edit great movies, using iMovie, Windows Movie Maker, or Adobe Premiere Elements to add the finishing touches like special effects and your own soundtrack. With the latest information and lots of illustrations and screen shots, this friendly guide walks you through: Getting your computer ready to work with digital video (complete with information about FireWire) Choosing a camcorder,

including features to look for and features that are useless Digitizing old VHS videotapes to preserve memories Purchasing other movie making gear, including audio and lighting equipment Shooting better video, with tips on lighting, panning, using the zoom, and recording better audio Creating your own sound effects such as footsteps, bones breaking, fire, thunder, insects buzzing, and more Capturing digital video using iMovie, Windows Movie Maker, or Premiere Elements Editing, including understanding timecode, organizing and previewing clips, and assembling clips in Storyboard and Timeline Adding transitions, titles, and special effects Importing and integrating video from phones and digital cameras Using audio rubberbands in iMovie, Premiere Elements, and other editing programs Adding narration, importing and working with CD audio, and adding a music soundtrack Keith Underdahl has extensive professional video production experience developing kiosk and marketing videos for Ages Software. Realizing that you'll want to polish and premiere your movie, he includes information on: More advanced video editing, including animating video clips, improving light and color, compositing video (bluescreen or greenscreen), and more 13 categories of video effects, ranging from blur and sharpen to transform Working with still photos and graphics Sharing your video online using QuickTime (/QT), RealMedia (.RM), or Windows Media Video (.WMV) Making tapes or burning DVDs in 9 steps With a handy cheat sheet of keyboard shortcuts, a chart comparing 10 video editing programs, a glossary, and more, with this guide you'll soon be saying "Lights, camera, action" and producing your own movie attraction.

Voicing Girlhood in Popular Music Jacqueline Warwick
2016-06-10 This interdisciplinary volume explores the

girl's voice and the construction of girlhood in contemporary popular music, visiting girls as musicians, activists, and performers through topics that range from female vocal development during adolescence to girls' online media culture. While girls' voices are more prominent than ever in popular music culture, the specific sonic character of the young female voice is routinely denied authority. Decades old clichés of girls as frivolous, silly, and deserving of contempt prevail in mainstream popular image and sound. Nevertheless, girls find ways to raise their voices and make themselves heard. This volume explores the contemporary girl's voice to illuminate the way ideals of girlhood are historically specific, and the way adults frame and construct girlhood to both valorize and vilify girls and women. Interrogating popular music, childhood, and gender, it analyzes the history of the all-girl band from the Runaways to the present; the changing anatomy of a girl's voice throughout adolescence; girl's participatory culture via youtube and rock camps, and representations of the girl's voice in other media like audiobooks, film, and television. Essays consider girl performers like Jackie Evancho and Lorde, and all-girl bands like Sleater Kinney, The Slits and Warpaint, as well as performative 'girliness' in the voices of female vocalists like Joni Mitchell, Beyoncé, Miley Cyrus, Taylor Swift, Kathleen Hanna, and Rebecca Black. Participating in girl studies within and beyond the field of music, this book unites scholarly perspectives from disciplines such as musicology, ethnomusicology, comparative literature, women's and gender studies, media studies, and education to investigate the importance of girls' voices in popular music, and to help unravel the complexities bound up in music and

girlhood in the contemporary contexts of North America and the United Kingdom.

Access Denied Cathy O'Brien 2004-08-01

Financial Accounting Paul D. Kimmel 2009-08-17

Affirmative Counseling with LGBTQI+ People Misty M.

Ginicola 2017-02-08 This current and comprehensive handbook will guide educators, students, and clinicians in developing the awareness, knowledge, and skills necessary to work effectively with LGBTQI+ populations. Twenty-five chapters written by experts in the field provide direction for working with clients in an authentic, ethical, and affirmative manner that is tailored to their individual strengths, needs, and identity. The book is divided into four sections, which explore the science behind gender and affectional orientation; developmental issues across the life span and treatment issues; the specialized needs of nine distinct populations; and the intersectionality of ethnicity and overlapping identities, the role of religion, and counselor advocacy. To further a deeper understanding of the content, each chapter contains an "Awareness of Attitudes and Beliefs Self-Check," a case narrative relating to the material covered, questions for discussion, and a list of online resources. The book concludes with an extensive glossary of terms, both preferred and problematic, which counselors working with these communities should understand and use appropriately. *Requests for digital versions from the ACA can be found on wiley.com. *To request print copies, please visit the ACA website here. *Reproduction requests for material from books published by ACA should be directed to permissions@counseling.org

Girl Crazy Guy Bolton 1930 Alvin Theatre, Alvin Theatre Corp., owners, Alex. A. Aarons and Vinton Freedley,

lessees. Alex. A. Aarons and Vinton Freedley present "Girl Crazy," the new musical comedy, book by Guy Bolton and John McGowan, music by George Gershwin, lyrics by Ira Gershwin, staged by Alexander Leftwich, dances and ensembles by George Hale, costumes by Kiviette, settings by Donald Oenslager. "Red" Nichols and his orchestra, Roger Edens at the piano. Orchestra under the direction of Earl Busby.

The Illio 1911

Twelve Years a Slave Solomon Northup 2021-01-01 "Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

Palladian Style Steven Parissien 2000-01-10 Describes how English designers of the eighteenth century were inspired by the classicism of the Italian architect Palladio.

Effanbee's Dy-Dee Barbara Hilliker 2004 One of the earliest 'drink-and-wet' dolls, Dy-Dee was produced continuously by the Effanbee Doll Company from 1934 through the 1950s. This comprehensive collector's reference includes identification information for the doll as well as all of the materials associated with her, and a bonus pattern section.

The Sunday Doll Mary Francis Shura 1989-03 Thirteen-year-old Emmy finds herself sheltered again from her family's problems when she is hastily sent to Aunt Harriett's for the summer because of a serious problem involving her older sister Jayne.

Nether Nightmare Liam O'Donnell 2015-08-24 An ancient evil wakes. Friend becomes foe. Herobrine's invasion draws near. Twelve year-old Hamid thought he could handle any Minecraft challenge. But when a diseased magma cube infects his best friend and his school principal teams up with ultimate force of darkness, Hamid is ready to say Game Over. But the nightmare has just begun. Trapped in Minecraft and running out of time, Hamid, Jaina and their video game allies must race across the Nether to cure Ant, catch Principal Whiner and defeat Herobrine before his army of monsters invades the real world. Grab your pickaxe, the Battle of the Blocks continues . . .

Screenwriting For Dummies Laura Schellhardt 2011-02-02 Write a great script and get it into the hands of the Hollywood players! So you want to be a screenwriter? Whether you want to write a feature film or a TV script or adapt your favorite book, this friendly guide gives you expert advice in everything from creating your story and developing memorable characters to formatting your script and selling it to the studios. You get savvy industry tips and strategies for getting your screenplay noticed! The screenwriting process from A to Z -- from developing a concept and thinking visually to plotline, conflicts, pacing, and the conclusion Craft living, breathing characters -- from creating the backstory to letting your characters speak to balancing dialogue with action Turn your story into a script -- from developing an outline and getting over writer's block to formatting your screenplay and handling rewrites Prepare for Hollywood -- from understanding the players and setting your expectations to polishing your copy and protecting your work Sell your script to the industry -- from preparing your pitch and finding an agent to meeting

with executives and making a deal Open the book and find: The latest on the biz, from entertainment blogs to top agents to box office jargon New story examples from recently released films Tips on character development, a story's time clock, dramatic structure, and dialogue New details on developing the nontraditional screenplay -- from musicals to animation to high dramatic style Expanded information on adaptation and collaboration, with examples from successful screenwriting duos **Filmmaking For Dummies** Bryan Michael Stoller 2019-11-05 Everything you ever wanted to know about making a movie but were afraid to ask... Lights, camera, action! We all have at least one movie in us, and the amazing and affordable advances in digital technology makes it increasingly easy to make your dream a reality and share it with the world. Filmmaking for Dummies is your definitive guide to bringing a project to life, from the comedy antics of loveable pets to the deepest, most meaningful independent film. Bryan Michael Stoller is your friend and guide, sharing his knowledge gained over 100 productions (directing and working with Dan Aykroyd, James Earl-Jones, Barbra Streisand and Drew Barrymore, among others) to show you how to take your movie from the planning and storyboarding stage, through shooting and editing, to making it available to your adoring audiences through television broadcast, streaming online or in movie theaters. For the do-it-your-selfer, the book includes tips on how to finance your project, a look at the latest software and apps, including advancements in digital technology, and for the passionate director, advice on how to hire and work with your cast and crew and find great scenic locations. Whether you want to become a professional filmmaker or just create great YouTube videos or nostalgic home

movies, shooting with your smartphone or with consumer or pro-gear, this practical guide has it all. Learn how to compose your shots and when to move the camera Make the perfect pitch to sell your story Take advantage of helpful contacts and tons of new resources Get up-to-date on the latest and greatest digital technology Find the right distributor, or learn how you can be your own distributor! So, you really have no excuses to make your masterpiece. Get rolling with a copy of *Filmmaking for Dummies* today and start shooting for the stars!

Trance Formation of America Cathy O'Brien 1995 This is the documented autobiography of a victim of government mind control. Cathy O'Brien is the only vocal and recovered survivor of the Central Intelligence Agency's MK-Ultra Project Monarch mind control operation. Chiseled deep into the white stone of the CIA's Langley, Virginia headquarters is a partial verse lifted from the Holy Bible and writings of Saint John..."and the truth shall set you free." This statement, like the agency, is total reality. The building that it is engraved upon houses the world's most successful manufacturer of lies to facilitate psychological warfare. The "Company" uses truth and technology as their raw materials to produce "pure" lies for control of you and America's allies.

Homophones and Homographs 2014-11-01 This expanded fourth edition defines and cross-references 9,040 homophones and 2,133 homographs (up from 7,870 and 1,554 in the 3rd ed.). As the most comprehensive compilation of American homophones (words that sound alike) and homographs (look-alikes), this latest edition serves well where even the most modern spell-checkers and word processors fail—although rain, reign, and rein may be spelled correctly, the context in which these words may appropriately be used is not obvious to a computer.

Too Much Noise Ann McGovern 1992 Peter complains his house is too noisy so the wise man advises him to obtain some rather unusual house guests.

Warning Miracle

Homophones and Homographs 1993 Reviews of the first edition: The best roster of these phenomena--Wilson Library Bulletin; a good choice for any library--RQ. Now greatly expanded, the second edition includes over 7,000 (up from 3,500) homophones (words that sound alike) and over 1,400 (up from 600) homographs (look-alikes). Words are defined and cross referenced.

Prime Time Animation Carol Stabile 2013-09-13 In September 1960 a television show emerged from the mists of prehistoric time to take its place as the mother of all animated sitcoms. The Flintstones spawned dozens of imitations, just as, two decades later, The Simpsons sparked a renaissance of primetime animation. This fascinating book explores the landscape of television animation, from Bedrock to Springfield, and beyond. The contributors critically examine the key issues and questions, including: How do we explain the animation explosion of the 1960s? Why did it take nearly twenty years following the cancellation of The Flintstones for animation to find its feet again as primetime fare? In addressing these questions, as well as many others, essays examine the relation between earlier, made-for-cinema animated production (such as the Warner Looney Toons shorts) and television-based animation; the role of animation in the economies of broadcast and cable television; and the links between animation production and brand image. Contributors also examine specific programmes like The Powerpuff Girls, Daria, Ren and Stimpy and South Park from the perspective of fans, exploring fan cybercommunities, investigating how ideas

of 'class' and 'taste' apply to recent TV animation, and addressing themes such as irony, alienation, and representations of the family.

The Gumby Book of Numbers Jane Hyman 1986 Clay figures Gumby and Pokey introduce the concepts of counting and matching objects to corresponding numerals.

Shooting Stars of the Small Screen Douglas Brode 2010-01-01 Since the beginning of television, Westerns have been playing on the small screen. From the mid-1950s until the early 1960s, they were one of TV's most popular genres, with millions of viewers tuning in to such popular shows as Rawhide, Gunsmoke, and Disney's Davy Crockett. Though the cultural revolution of the later 1960s contributed to the demise of traditional Western programs, the Western never actually disappeared from TV. Instead, it took on new forms, such as the highly popular Lonesome Dove and Deadwood, while exploring the lives of characters who never before had a starring role, including anti-heroes, mountain men, farmers, Native and African Americans, Latinos, and women. Shooting Stars of the Small Screen is a comprehensive encyclopedia of more than 450 actors who received star billing or played a recurring character role in a TV Western series or a made-for-TV Western movie or miniseries from the late 1940s up to 2008. Douglas Brode covers the highlights of each actor's career, including Western movie work, if significant, to give a full sense of the actor's screen persona(s). Within the entries are discussions of scores of popular Western TV shows that explore how these programs both reflected and impacted the social world in which they aired. Brode opens the encyclopedia with a fascinating history of the TV Western that traces its roots in B Western movies, while also showing how TV Westerns

developed their own unique storytelling conventions.

Stop Motion: Passion, Process and Performance Barry J C Purves 2012-10-02 Be inspired by award-winning animator Barry Purves' honest insight into the creative process of making stop motion animations, using his own classic films to illustrate every step along the way. With Barry's enthusiasm for puppets in all their many guises and in-depth interviews from some of the world's other leading practitioners, there is advice, inspiration and entertainment galore in Stop Motion: Passion, Process and Performance. And there's more! Many of the artists and craftsmen interviewed have contributed their own specially drawn illustrations - showing their inspirations, heroes and passion for their craft. These beautiful images help make the book a truly personal journey into the heart of the animation industry with broad appeal for anyone with a love of animation.

American Ground Zero Carole Gallagher 1993 Examining the effects of fallout clouds in the U.S., these photographs portray people whose lives were crossed by radioactive fallout during the U.S. government's above ground testing of nuclear weapons in Nevada from 1951 to 1963.

Aseptolin Cyrus Edson 1896

E.T. Culture Debbora Battaglia 2006-01-09 Anthropologists have long sought to engage and describe foreign or "alien" societies, yet few have considered the fluid communities centered around a shared belief in alien beings and UFO sightings and their effect on popular and expressive culture. Opening up a new frontier for anthropological study, the contributors to E.T. Culture take these communities seriously. They demonstrate that an E.T. orientation toward various forms of visitation—including alien beings, alien technologies, and uncanny visions—engages primary

concepts underpinning anthropological research: host and visitor, home and away, subjectivity and objectivity. Taking the point of view of those who commit to sci-fi as sci-fact, contributors to this volume show how discussions and representations of otherworldly beings express concerns about racial and ethnic differences, the anxieties and fascination associated with modern technologies, and alienation from the inner workings of government. Drawing on social science, science studies, linguistics, popular and expressive culture, and social and intellectual history, the writers of E.T. Culture unsettle the boundaries of science, magic, and religion as well as those of technological and human agency. They consider the ways that sufferers of “unmarked” diseases such as Chronic Fatigue Syndrome come to feel alien to both the “healthy” world and the medical community incapable of treating them; the development of alien languages like Klingon; attempts to formulate a communications technology—such as that created for the spaceship Voyager—that will reach alien beings; the pilgrimage spirit of UFO seekers; the out-of-time experiences of Nobel scientists; the embrace of the alien within Japanese animation and fan culture; and the physical spirituality of the Raëlian religious network. Contributors. Debora Battaglia, Richard Doyle, Joseph Dumit, Mizuko Ito, Susan Lepselter, Christopher Roth, David Samuels

Moth Smoke Mohsin Hamid 2012-12-04 The debut novel from the internationally bestselling author of Exit West and The Reluctant Fundamentalist, both shortlisted for the Man Booker Prize Moth Smoke, Mohsin Hamid’s deftly conceived first novel, immediately marked him as an uncommonly gifted and ambitious young literary talent to watch when it was published in 2000. It tells the story

of Daru Shezad, who, fired from his banking job in Lahore, begins a decline that plummets the length of Hamid’s sharply drawn, subversive tale. Fast-paced and unexpected, Moth Smoke was ahead of its time in portraying a contemporary Pakistan far more vivid and complex than the exoticized images of South Asia then familiar to the West. It established Mohsin Hamid as an internationally important writer of substance and imagination and the premier Pakistani author of our time, a promise he has amply fulfilled with each successive book. This debut novel, meanwhile, remains as compelling and deeply relevant to the moment as when it appeared more than a decade ago.

That Winter Pamela Gillilan 1986 Pamela Gillilan was born in London in 1918, married in 1948 and moved to Cornwall in 1951. When she sat down to write her poem Come Away after the death of her husband David, she had written no poems for a quarter of a century. Then came a sequence of incredibly moving elegies. Other poems followed, and two years after starting to write again, she won the Cheltenham Festival poetry competition. Her first collection That Winter (Bloodaxe, 1986) was shortlisted for the Commonwealth Poetry Prize.

Advertising and Market Power William S. Comanor 1974 The current debate over the economics of advertising has long focused on two questions. The first concerns the impact of advertising on the relative positions of large and small firms in an industry and thereby on the state of competition. The second examines the role of advertising on consumer purchasing decisions over broad consumption categories. Comanor and Wilson use the modern tools of economic theory and statistics to build and test their hypotheses, and contribute important analytical and empirical evidence on the key issues. The

authors find that consumer decisions are affected substantially by the volume of advertising. Indeed, advertising is a weightier factor than relative prices. Their conclusions surely contribute to the nervousness long felt by economists over the use of consumer preferences to evaluate the welfare implications of resource allocation.

Norman Bates - Psycho! A Hitchcock 2019-12-14 Norman Bates was the villain of Robert Bloch's 1959 novel Psycho, portrayed by Anthony Perkins in the 1960 film of the same name directed by Alfred Hitchcock and its sequels. The character was inspired by Wisconsin murderer Ed Gein and Calvin Beck, publisher of 'Castle of Frankenstein'.